```cpp
1  #include "PlaceableActor.h"
2
3  class Enemy : public PlaceableActor
4  {
5  public:
6      Enemy(int x, int y, int deltaX = 0, int deltaY = 0);
7
8      virtual ActorType GetType() override { return ActorType::Enemy; }
9      virtual void Draw() override;
10     virtual void Update() override;
11
12 private:
13
14     int m_movementInX;
15     int m_movementinY;
16
17     int m_currentMovementX;
18     int m_currentMovementY;
19
20     int m_directionX;
21     int m_directionY;
22
23     void updateDirection(int& current, int& direction, int& movement);
24
25 };
```